

# Kendra Graham

kendra.d.graham@gmail.com

(937) 361-3229

## EDUCATION

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**BS in Computer Science: Animation Emphasis, anticipated December 2018**

*Brigham Young University, GPA 3.80*

Presidential Scholarship Recipient (Awarded to 50 of 7000 incoming freshman per year)

## EXPERIENCE

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***Advanced Programming Concepts Teaching Assistant (Jan 2017-Current)***

- Taught students JSON parsing, SQL commands, HTTP protocol, Android development
- Assist students in debugging and in understanding the importance of design patterns

**BYU Animation Pipeline Team (Jan 2018-Current)**

- Maintain and update a set of scripted plugins and file management tools to help artists collaborate on an animated film
- Used python for Maya plugins, custom expressions in Houdini, and Bash for file management

**Undergraduate Research (Sep 2017-Apr 2018)**

- Explore data models that would allow a computer to reason about a given narrative
- Made an HTML web scraper to gather raw text information from a wiki site
- Designed an API and wrote a server to allow collaborative human input while collecting data

**Front-End Web Development Intern - InsideSales.com (May-Aug 2017)**

- Worked with a team to maintain and add features to a React-based chrome extension
- Implemented and refactored existing functionality into the redesigned layout of a full web page, and received positive feedback from the design team.

**Research Intern at Air Force Institute of Technology (May-Aug 2016)**

- Developed story and mechanics of play for a multiplayer educational 3D game
- Implemented the game in C++ using existing art assets and an OpenGL-based game engine
- Drafted a research paper on the game's educational effectiveness, submitted July 2018 to IEEE Transactions on Learning Technologies after 3 years of data collection

***Computer Systems Teaching Assistant (2014-2016)***

- Taught core concepts of computer systems and architecture to small groups of students
- Helped students implement concepts and debug programs in C and Assembly

## SKILLS

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*Languages:* C, C++, C#, Java, Python, Javascript/HTML/CSS, L<sup>A</sup>T<sub>E</sub>X, SQLite

*Software:* Windows/Powershell, Linux/Bash, Git, IntelliJ, Visual Studio, Excel

*Graphics:* OpenGL, Maya (including scripting plugins), Houdini

*Other:* Fluent in Spanish